KONAMI®

# Dancing Stage MegaMix™

## Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

## Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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**See back page of this manual for Customer Service Numbers.**

SLES-51510

**1-2 Player • Memory Card (8MB) (for PlayStation®2) : 90KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible**
**Optional Controller: SLEH-00023**

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# Contents


02 **Getting Started**
03 **Using the Controller**
03 **Basic Game Controls**
04 **Using the Dance Mat Controller**
06 **How to Play**
07 **Starting the Game**
07 **Game Mode**
12 **Nonstop Mode**
14 **Workout Mode**
16 **Lesson Mode**
16 **Training Mode**
18 **Edit Mode**
27 **Records**
27 **Outside Manager**
28 **Options**
29 **Dancing Tips and Beginners Guide**
30 **Credits**
32 **Music Credits**


Thank you for purchasing **DANCING STAGE MEGAMIX™** from Konami.

Please read this manual thoroughly before playing the game.

Also, please keep this manual in a safe place so you can refer to it easily later.
(Note: Konami does not re-issue manuals.)

Konami is continuously striving to improve its products. As a result this product may differ slightly from another depending on the Purchase date.


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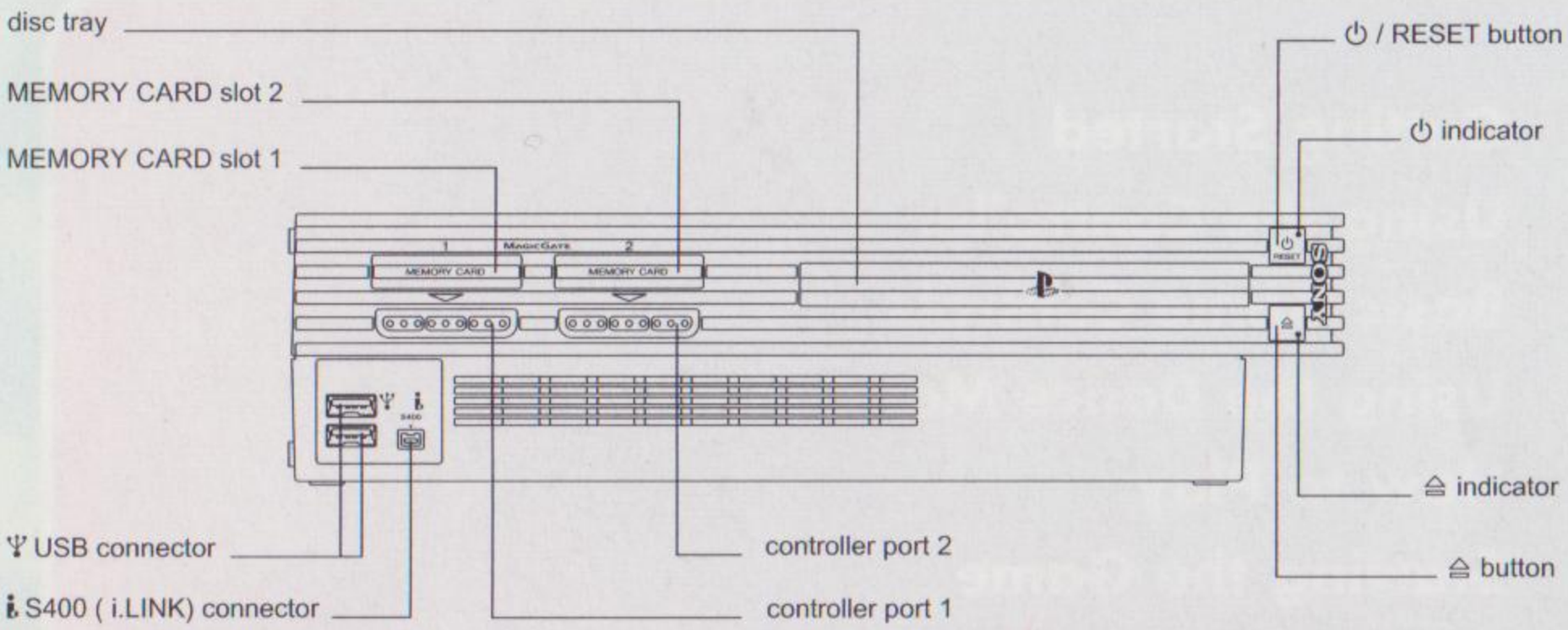
# Getting Started

**PlayStation®2 [front panel]**




Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the ⏻ /RESET button. When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open. Place the DANCING STAGE MEGAMIX™ disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach game controllers and other accessories as appropriate. Follow on-screen instructions and refer to this manual for information on using this software.

## LANGUAGE SELECTION

When the language selection screen appears on boot up, please select your prefered language.

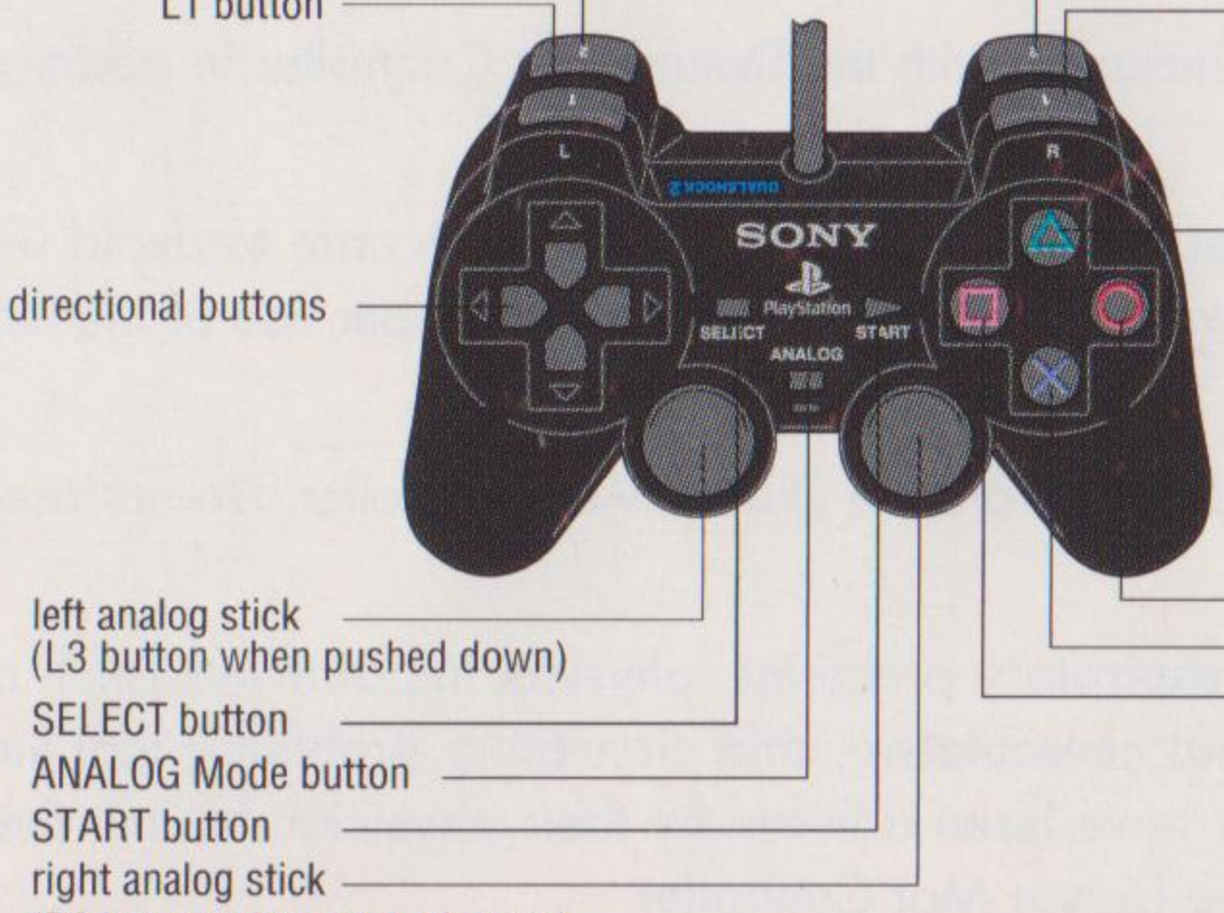
## MEMORY CARDS

To save game settings and progress, a memory card (8MB) (for PlayStation®2) is required. Insert the memory card into MEMORY CARD slot 1 (MEMORY CARD slot 2 is not used) of the PlayStation®2 computer entertainment system before starting play. You can load your saved games from the same memory card (8MB) (for PlayStation®2), or from any memory card (8MB) (for PlayStation®2) containing previously saved DANCING STAGE MEGAMIX™ games. For more information on saving and loading, see page 28.

**NOTE**: DANCING STAGE MEGAMIX™ requires 90KB of free space to save game play data. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before starting play. Aditional free space is required to save Work Out mode and Edit mode data. It is advised that you do not insert or remove accessories once the power is ON.

# Using The Controller

## DUALSHOCK®2 Analog Controller Configuration




# Basic Game Controls

These buttons control up, down, left and right movements

Up, Cancel

Right, Confirm Selection

Down, Confirm Selection

Left

These buttons are used in EDIT MODE.
See Page 18, EDIT MODE, for details.

**directional buttons**

Cancel **△ button**

Confirm Selection **○ button**

Confirm Selection **× button**

Cancel **□ button**

**L1**, **L2**, **R1**, **R2** **buttons**

Start Game **SELECT button**

Resets the current game and returns to the Title Screen. **START button**

**START + SELECT buttons**

Pressing the **SELECT button** while pressing the **START button** during the game will return you to the Title Screen. You can turn the Analog controller (DUALSHOCK®2) vibration function ON and OFF in the Options Menu.

# Using The Dance Mat Controller

## ⚠ CAUTIONS (PLEASE READ BEFORE PLAYING) ⚠

- Please read the manual included with the Dance Mat Controller in addition to this manual before use.
- The Dance Mat Controller Controller should be used with care to avoid injury. Konami will not be liable for injuries resulting from improper use of the Dance Mat Controller.
- Bare feet should be used to operate the Dance Mat Controller. Do not use with shoes or stocking feet.
- Persons with heart and respiratory problems, physical impairments (such as, but not limited to, back, joint, foot, musculature, and circulatory problems) that limit physical activity, are pregnant, or have been advised by their physician to limit their physical activity should not use the Dance Mat Controller.
- Persons under the influence of alcohol, or drugs that could impair a person's sense of balance, should not use the Dance Mat Controller.
- The Dance Mat Controller should be used on a clean, flat surface. Do not use the Dance Mat Controller on concrete, rock or any surface with sharp or abrasive objects.
- Remove furniture or other objects in close proximity to the Dance Mat Controller, and use it in an area with plenty of space, away from walls or windows.
- Keep the Dance Mat Controller away from open flames and other heat sources.
- Do not use the Dance Mat Controller on a wet surface.
- Small children should be monitored at all times when using the Dance Mat Controller.
- The cord for the Dance Mat Controller should be placed properly to avoid risk of tripping people up. If two Dance Mat Controller are being used, make sure they are far enough apart to avoid injury to players.
- When the Dance Mat Controller is not in use, it should be removed from the playing area and stored properly.
- The Dance Mat Controller is a delicate piece of machinery. Do not dismantle, modify, or intentionally abuse the Dance Mat Controller. Such actions can void your warranty.
- Audio and video disruptions may occur during game play due to floor vibrations. Adjust the location of the Dance Mat Controller to correct this problem.
- Please do not play the game at times when the noise or vibrations may disturb your neighbors.

# Using The Dance Mat Controller




SELECT button: Cancel

START button: Start Game

✕ button: Confirm Selection

○ button: Confirm Selection

Directional Arrows: Step on the correct arrows that correspond to the dance steps on the screen. During a freeze arrow, stand on the corresponding arrow through the entire duration of the arrow.

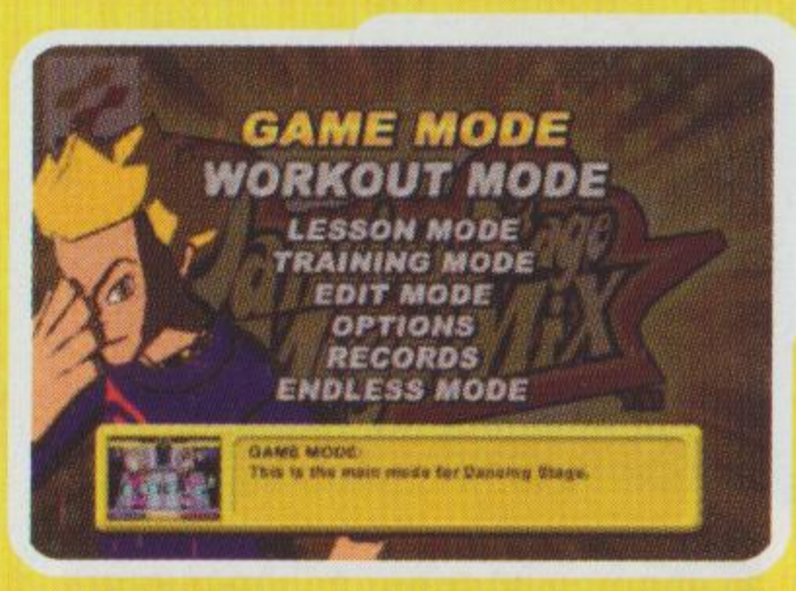
SELECT + START buttons:
Resets the current game and returns to the Title Screen.

# How To Play

**DANCING STAGE MEGAMIX™** is a game that combines quick reflexes and timing with dance music. All you have to do is press the correct directional buttons or Directional Arrows on the Dance Mat Controller that corresponds to the arrow(s) that appear on-screen. The correct dance arrow must be played when it crosses the permanent arrows inside the Step Zone. The Step Zone for each player is located in the upper part of the screen. Build up your dance meter and continue to the next stage by successfully completing the dance steps. However, if you continue to miss dance arrows, the dance meter level drops. If the meter reaches zero, the game will end.

1 DANCE METER
2 STEP ZONE
3 FREEZE ARROWS
4 ARROWS
5 MODE DISPLAY
6 SCORE
7 DIFFICULTY MODIFIER

# Starting The Game




After the introductory logos are displayed, the Title Screen will appear. Press the ⊗, ◎ or the START button to bring up the MODE SELECT Screen. Select GAME MODE, WORKOUT MODE, LESSON MODE, TRAINING MODE, EDIT MODE, OPTIONS, RECORDS, or ENDLESS MODE. Enter the selection with the ⊗, ◎ or the START button.

Only GAME MODE, WORKOUT MODE, LESSON MODE and OPTIONS are available the first time you play. The other modes will be unlocked as you progress through the game.

**GAME MODE**:
This is the main mode for DSMM and is identical to the style of gameplay and difficulty found in the arcade versions.

**WORKOUT MODE**:
This mode adds fitness goals while counting the number of calories consumed during play. You can also track workout results over a period of time.

**LESSON MODE**:
This mode enables first-time players of DSMM to learn the basics in a relaxed setting. This is an excellent tutorial that will help you become a pro.

**TRAINING MODE**:
This mode allows players to practice and master difficult songs.

**EDIT MODE**:
This mode allows players to create original dance routines to any song. The dance steps can be saved and re-played in DSMM.

**OPTIONS**:
This section allows players to configure various settings to their individual tastes.

**RECORDS**:
This section displays the High Scores for each section.

# Game Mode (Getting Started)

## 1) SELECT STYLE

At the MODE SELECT Screen, highlight GAME MODE and press the ⊗, ◎ or the START button. At the MODE SELECT Screen, highlight GAME MODE and press the ⊗, ◎ or the START button to confirm your selection.

Select a style by using the Directional Buttons. Select from SINGLE, VERSUS or DOUBLE and confirm the selection with the ⊗, ◎ or START button.

**SINGLE**: One player game.

**VERSUS**: Two players compete with each other.

**DOUBLE**: One player uses both the Player 1 and Player 2 controllers.

## 2) SELECT MUSIC

After the play style has been selected, the Select Music Screen will appear. Use the left/right directional buttons on the controller or the left/right Directional Arrows on the Dance Mat Controller to cycle through the different songs. A preview of each song will play automatically before a selection is made.

While browsing through different songs, you can access the following additional functions. When all adjustments are made, confirm a song selection with the ⊗ or ◎ buttons.

### Difficulty Settings

Within the four difficulty classifications, a foot rating also rates the difficulty of each song. Understanding the rating system is helpful when choosing songs that are appropriate for your skill level. (BEGINNER Level does not support DOUBLE Mode)

### Foot Rating

The foot rating scale is the original Dancing Stage rating system based on a ten foot scale. The higher number of feet in a song indicates a harder difficulty (1 = easiest, 5 = average, 10 = hardest). The color of the foot rating will change depending on the difficulty level selected.

## MUSIC SORTING

The default arrangement for songs is sorted by color (green songs = licensed songs available, yellow songs = Konami Original songs, red songs = secret songs (secret songs must be unlocked before they appear).
By pressing the START button, the songs can be sorted according to default arrangement, alphabetical order by letter (ABC), speed of song (BPM), or player's Top 28 favorites (BEST). Toggle the different sorting classes by repeatedly pressing the START button.

## ACCESS EDIT DATA

By pressing the SELECT button, you can load customized edit data that was previously saved on a memory card (8MB) (for PlayStation®2). Follow the on-screen instructions to load the edit data. After the loading is completed, press the SELECT button to return to the song selection. Songs that have customized edit data are marked with a memory card icon next to the song name. To play the song with the customized edit data, highlight the song and press the SELECT button. The edit file(s) will be available for selection. Confirm the selection with the ✕ or ○ buttons.
For more information on EDIT MODE, see p. 18.

## SEQUENCE MENU (SELECT BUTTON)

**PLAYER:** Three different types can be set while editing
(SINGLE, COUPLE and DOUBLE).
**ZOOM:** Set the view magnification to OFF, 2X or 4X.
**TRIPLE:** Record arrows in 12th note positions. 12th note arrows cannot be arranged into tempos outside of 12th note timing.
**FREEZE ARROW:** Turn the option to enter freeze arrows ON/OFF during recording. When this option is set to ON, regular arrows cannot be placed in the edit file.

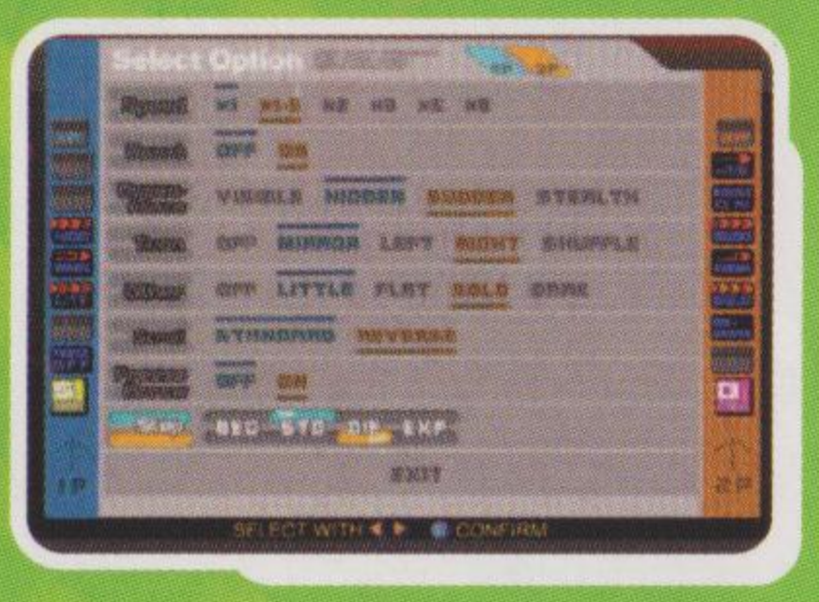
The length of the freeze arrow can be adjusted by aligning the cursor at the beginning point of the freeze arrow and holding down the corresponding arrow input button (△, ○, ✕, □) while pressing the up/down directional button.
To delete a freeze arrow, hold down the corresponding arrow input button (△, ○, ✕, □) while pressing the up/down directional button from the beginning to the end of the freeze arrow. Freeze arrows can also be deleted by positioning the cursor in between the beginning and end of the freeze arrow and pressing the corresponding arrow input button (△, ○, ✕, □).

**NOTE:** To input a freeze arrow when not recording, hold down the desired arrow input button (△, ○, ✕, □) and wait until the arrow color turns bright green. Continue holding the desired arrow input button (△, ○, ✕, □) and press the up/down directional button to adjust the desired length of the freeze arrow.
**WORK AREA:** Two types of step arrangement can be selected. NORMAL (1P and 2P sides are divided) and DOUBLE (1P and 2P sides are combined).
**ARROW:** Change the type of arrow displayed.

**DIFFICULT**: Intermediate difficulty where dance steps follow complex patterns. You can use EDIT MODE to make new steps for any difficulty level.

**EXPERT**: Strictly for Dancing Stage pros. This is the hardest level of difficulty where dance steps follow insane patterns.

## 4) DIFFICULTY MODIFIERS




Difficulty modifiers can be selected for each song by pressing and holding down the ⊗ or ◉ buttons when making a song selection. An Options Menu will appear on the screen allowing for various attributes to be adjusted. When playing a two-player game, both players can independently set their own difficulty modifiers at the same time using the same Options Menu. When the desired difficulty modifiers are selected and finalized, highlight EXIT and press the ⊗ or ◉ buttons to exit the menu and begin playing the previously selected song.

**SPEED**: Adjust the scrolling speed of the dance steps by six different speed levels; x1 (default speed), x1.5, x2, x3, x5 and x8. This selection does not affect the playback speed of the music.

**BOOST**: When this option is turned ON, dance steps will gradually accelerate to the designated speed as they are scrolled. The normal default setting is OFF.

**APPEARANCE**: The appearance of the dance steps during gameplay can be altered as follows:

**VISIBLE**: Dance steps are fully visible at all times (normal default setting).
**HIDDEN**: Dance steps will vanish unexpectedly.
**SUDDEN**: Dance steps will appear unexpectedly.
**STEALTH**: Dance steps are not displayed on-screen at all.

**TURN**: The dance step patterns can be rearranged as follows:

**OFF**: Dance step patterns are not rearranged (normal default setting).
**MIRROR**: This mode rotates the dance step patterns 180 degrees.
**LEFT**: This mode rotates the dance step patterns 90 degrees to the left. Not available in Double Mode.
**RIGHT**: This mode rotates the dance step patterns 90 degrees to the right. Not available in Double Mode.
**SHUFFLE**: This mode shuffles the dance step patterns so that it appears in a random order. Not available in Double Mode.

## Game Mode

**OTHER**: Very fine adjustments to the difficulty can be made as follows:

OFF: No fine adjustments to the difficulty (normal default setting).
LITTLE: This mode simplifies the dance step patterns. This is useful in trying to learn songs at harder difficulty levels.
FLAT: All dance steps are displayed in the same color.
SOLO: Dance steps are displayed in the same colors as in SOLO MODE on Dancing Stage Party Mix. When playing a two-player game, if either player selects the SOLO option, the option will apply to both players.
DARK: The step zone will disappear.

**SCROLL**: The scrolling method of the dance steps during gameplay can be adjusted as follows:

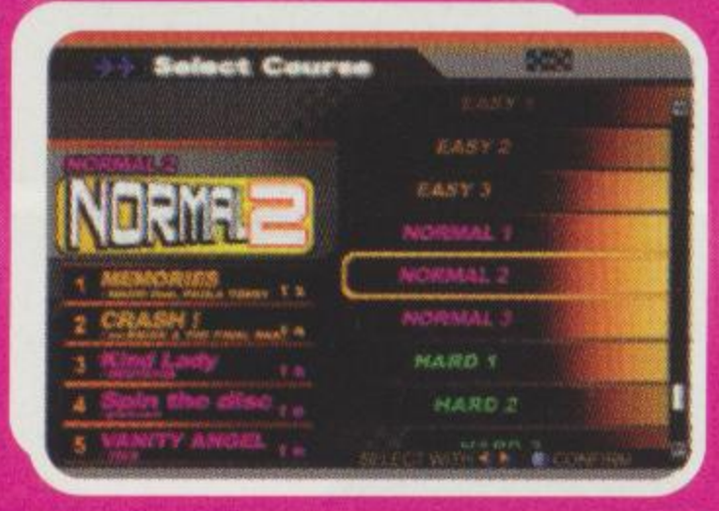
STANDARD: Dance steps scroll from the bottom of the screen to the top.
REVERSE: Dance steps scroll from the top of the screen to the bottom.

**FREEZE ARROW**: The inclusion of freeze arrows in the song's step patterns can be toggled ON/OFF. This setting only affects songs that feature freeze arrows.

**STEP**: The overall difficulty level of the song can be set to BEGINNER, STANDARD, DIFFICULT or EXPERT.

# 5) BEGIN PLAYING

## Nonstop Mode




To play NONSTOP MODE, select NONSTOP in the music selection screen first. After you select NONSTOP, the course selection screen will be displayed.
The music list will be displayed in the lower left corner of the screen. Please refer to it for the selction.

After selecting the course you desire, the game starts.

After completing the first song, it will move on to the second song. Likewise, you will keep playing thrid and fourth... By finishing all 5 songs, the game is over and you will be taken to the Result screen. (After clearing one song, the gauge will not go back to the default setting; it will be carried on until the end.)

By the way, in this NONSTOP MODE, you cannot have Option selection. You can play in the pre-arranged setting only. (However, you can make the individual ORDER course.)

## Result

In NONSTOP MODE, a result is not given for each individual song. The overall result will be shown when the game is over or the course is complete

The screen is the same as in standard gameplay.

## NONSTOP ORDER

During the course selection screen, move your cursor to ORDER and press ◯ button. The screen will be switched to the order screen in which you can make your own original course. (You can make the ORDER course from 1-3, 3 courses.)

In the lower left corner, the music list is displayed. Move the cursor to the stage you wish to play by using the UP/DOWN directional buttons.

Select the music by using the left and right directional buttons. Here also, you can make the music order by pressing START button.

By pressing ⊗ button, the screen will be switched to the Option selection screen. Here, you can change the Option of stage that you selected. By selecting EXIT, you will be taken back to the order screen. Please note that Option settings remain the same even if you have changed the stage music.

If you are playing with the analog controller, you can change the stage difficulty level by pressing R1 / R2 buttons.)

# Endless Mode

## ENDLESS

### Setting up the Endless menu

**REGULATION**
Set whether or not you play according to the pre-arranged rule.

**BREAK STAGE**
Set up a stage where you take a break.

**MUSIC ORDER**
Set up whether or not you play songs selected in MUSIC PROGRAM only.

**MUSIC PROGRAM**
Set up songs which you play.

### MUSIC PROGRAM

Left side is for SINGLE and the right side is for DOUBLE.
You can select BEGINNER, STANDARD, DIFFICULT, EXPERT level for each.

MUSIC PROGRAM becomes available only when the MUSIC ORDER is ON (in Endless Menu).

**Yellow Circle**: item(s) being selected
**Black Circle**: item(s) not being selected
**Blank**: not available

How to use MUSIC PROGRAM
Directional Buttons: move the cursor
⊗ button: check / cancel the check
◎ button: check the all items / cancel the checks

# Workout Mode

DSMM provides a great workout that boosts your strength and endurance while building muscle tone. In the Workout Mode, you can attach a personal fitness goal while playing the game. This mode tracks how many calories you have burned. All you have to do is set your weight and the type of workout.

When you access the Workout Mode, the game will prompt you for a memory card (8MB) (for PlayStation®2). Using a memory card (8MB) (for PlayStation®2) will save your workout progress and personal data. You can also access advanced functions, such as graphing your workout results over a period of time. If you wish to play the Workout Mode without loading or using a memory card (8MB) (for PlayStation®2), simply cancel the load when prompted on the screen.

# Workout Mode

**WEIGHT:**
Enter your weight (the default measurement is kilograms "kgs").

**WORKOUT MENU & GOAL:**
Choose between no setting, calories burned or play time fitness goal in the MENU setting and designate the calories burned and play time in the GOAL setting.

**COURSE SELECTION:**
There are three different workout programs that are available. The greater number of stars, the more vigorous of a workout you will receive during each song.

**DATE:**
If you wish to track date information, input the correct date. If you are using a memory card (8MB) (for PlayStation®2), you can access a workout diary to track your results over a period of time.

**OK:**
When you are finished making adjustments, highlight OK and press the ⊗ or the START button to begin selecting songs.

**1 - Select Songs:**
As a general rule, songs with faster tempos are more complicated and will give you a greater workout than songs with slower tempos.

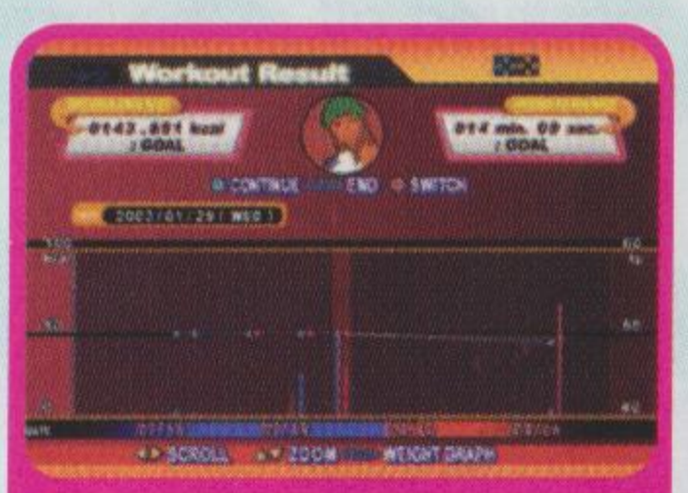
**2 - Workout Results:**
At the conclusion of your individual song workout or your workout program, the results are tabulated on a special screen. The remaining workout goal is displayed in the upper left corner (when playing on two-player side, the information is displayed in the upper right corner). In addition, the following information is tracked while you workout:

**Workout Results**

**STATISTICAL DATA -**
**CALORIES BURNED**: The amount of calories burned on each song.
**ACCUMULATION**: The total amount of calories burned in the current workout.
**OVERALL ACCUMULATION**: When using a memory card (8MB) (for PlayStation®2), you can see the total calories you have burned throughout all workout programs.
**OVERALL AVERAGE**: When using a memory card (8MB) (for PlayStation®2), you can see the total average calories you have burned throughout all workout programs.

**COMPARATIVE DATA -**
**JOGGING**: Your workout results will be converted into the equivalent of Jogging.
**JUMPING ROPE**: Your workout results will be converted into the equivalent of Jumping Rope.
**SWIMMING**: Your workout results will be converted into the equivalent of Swimming.

**NOTE**: Pressing the ◉ button during the Workout Results Screen will bring up other statistical and graphical data regarding your workout. Follow the on-screen instructions and commands for additional assistance.



**Comparative Data**

## Lesson Mode

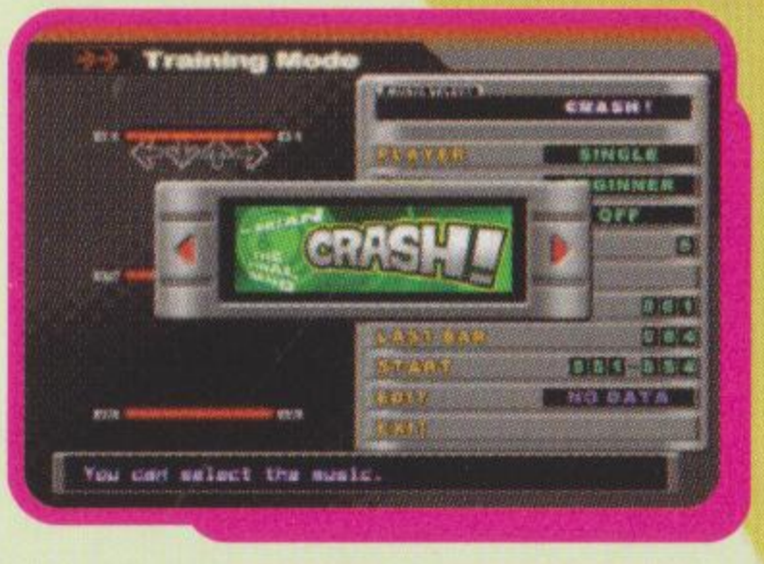
Lesson Mode
LESSON:1
If you have never played Dancing Stage start with this lesson!
LESSON:2
Use both feet and step on the ◆ at the right time!
LESSON:3
Try the game mode after completing this lesson!

The Lesson Mode is your first step in becoming a professional Dancing Stage MegaMix™ player. This easy-to-use tutorial will teach you valuable Dancing Stage MegaMix™ techniques while helping you learn the basic, intermediate and advanced dance steps. Even if you are not a beginner, there are many techniques that you can learn in the Lesson Mode to improve your performance on harder songs.

1. There are eight sections in each of the three lessons.
2. As you play each section of a lesson, a check mark is placed next to that section indicating that you have practiced that lesson.
3. If the on-screen lesson instructor believes you have passed that section, the check mark will become a crown.
4. After you have collected crowns for sections 1-7, you will be able to practice section 8. Section 8 is the final test in each lesson and covers all the techniques and skills you learned in sections 1-7.
5. Move onto the next lesson after passing all sections in the previous lesson.

When you have mastered all of the lessons, you will be prepared to take on either the BEGINNER or STANDARD level of difficulty in Game Mode. Press the SELECT button to exit Lesson Mode.

## Training Mode




The Training Mode is designed to help you practice any songs featured in DSMM. This mode is especially useful when learning harder songs at higher difficulty levels. You can practice the entire song or concentrate on a specific portion of a song that gives you the most trouble.

## TRAINING MENU SETTINGS

**MUSIC SELECT:** Select the song you wish to practice. The song that is currently displayed on the screen will be the song you will practice.

**PLAYER:** Select from SINGLE, VERSUS or DOUBLE. (Note: BEGINNER Level does not support DOUBLE Mode)

**STEP:** Select BEGINNER, STANDARD, DIFFICULT, or EXPERT difficulty

**ASSIST:** This setting helps you learn the timing and rhythm needed to hit the arrows correctly by using handclaps or a metronome as your guide. **There are six different assist functions in total.**

**SPEED:** Use this setting to change the tempo of the songs. There are five settings available, with 5 being the default regular speed.

**SELECT OPTION:** Adjust the following difficulty modifiers:

**Speed:** Choose from x1, x1.5, x2, x3, x5 or x8 (refer to Game Mode p.11 for more information).

**Boost:** Choose from ON or OFF (refer to Game Mode p. 11 for more information).

**Appearance:** Choose from VISIBLE, HIDDEN, SUDDEN, or STEALTH (refer to Game Mode p. 11 for more information).

**Turn:** Choose from OFF, LEFT, MIRROR, RIGHT, or SHUFFLE (refer to Game Mode p. 12 for more information).

**Other:** Choose from OFF, LITTLE, FLAT or SOLO (refer to Game Mode p. 12 for more information).

**Scroll:** Choose from STANDARD or REVERSE (refer to Game Mode p. 12 for more information).

**FREEZE ARROW:** Choose from ON or OFF (refer to Game Mode p. 12 for more information).

**FIRST BAR:** When practicing a portion of a song, use this setting to choose the starting point.

**LAST BAR:** When practicing a portion of a song, use this setting to choose the ending point.

**START:** Use this command to start playing the sequence marked by the First Bar and Last Bar settings. Before starting, you can use the left and right directional buttons to change the range of the sequence to be played. Begin playing by pressing the START, ◎ or ✕ buttons. Left directional button: Play the entire song from start to finish. Right directional button: Play the portion of the song identified by the Bar Start and Bar End settings.

**EDIT:** Load data created in EDIT MODE so you can practice your own creations.

**EXIT:** End Training Mode.

## Edit Mode

EDIT MODE enables you to create a custom designed dance routine for any song featured in DSMM. Dance routines can be saved to a memory card (8MB) (for PlayStation®2) for future playback or editing. Additionally the dance routines can be used in Game Mode and Training Mode.

## GETTING STARTED (EDIT MODE)

**1-** After accessing the EDIT MODE for the first time, an Edit Library is created on a memory card (8MB) (for PlayStation®2).
**2-** Select NEW DATA.
**3-** Select a song.
**4-** Select a play style (Single, Couple, Double).
**5-** Decide if Konami sample data will be used (If YES is selected, the game will import the song's default step patterns to get you started with the re-editing process).
**6-** Begin placing arrows to create a new edit.
**7-** Save the edit data by selecting Save & Load from the Edit Menu.
**8-** Choose an empty slot in the Edit Library folders to save the data.
**9-** Create a name for the edit data file.
**10-** Saved edit data can be re-edited after loading the data (Select Load from the EDIT MODE Main Menu).
**11-** When re-editing a previously loaded file, the QUICK SAVE function will overwrite the existing data and store any changes/updates to the file.
**12-** Once a saved edit data file is ready for use, the edit data can be played in other sections of the game, such as GAME MODE and TRAINING MODE.
**13-** Edit data must be saved in the Library Manager before it can be used in GAME MODE or TRAINING MODE.

**NOTE: A DUALSHOCK®2 analog controller is required when creating edit data in EDIT MODE.**

## CONTROLS:

**L1 button**: Change cursor's moving units. Red: 1/4th unit, Blue: 1/8th unit, Yellow: 1/16th unit. Green: 1/12th unit (1/12th units can not be selected unless activated in Sequence Menu first).

**L2 button**: Places area mark. Placing two marks in different sections determines the editable area. Hold down the button to erase all area marks.

**R1 button**: Press to quickly scroll through the sequence.

**R2 button**: Displays the Area Menu.

**↑/↓ directional button**: Scroll sequence data / Change items in the Select Menu / Places or deletes corresponding arrows during recording.

**← /→ directional button**: Switch between 1P side or 2P side / Switch menus / Changes the menu select content / Places or deletes corresponding arrows during recording.

**SELECT button**: Access Sequence Menu.

**START button**: Begin recording. Hold down to stop the recording session.

**△ button**: Places ↑ arrows / Deletes ↑ arrows that already exist / Cancels command selection.

**□ button**: Places ← arrows / Deletes ← arrows that already exist.

**○ button**: Places → arrows / Deletes → arrows that already exist / Confirms command selection.

**✕ button**: Places ↓ arrows / Deletes ↓ arrows that already exist / Confirms command selection.

**ANALOG mode button**: Enables the use of left/right analog sticks.

**left analog stick**: Increases scroll speed in the sequence (red mode indicator should be lit).

**right analog stick**: Changes width of the sequence (red mode indicator should be lit).

# Edit Mode

## MAIN MENU

**NEW DATA**: Create a new edit file.
**LOAD**: Load edit data saved in the Edit Library.
**LIBRARY MANAGER**: Manage edit data saved in the Edit Library.
**OUTSIDE MANAGER**: Manage edit data saved outside of the Edit Library.
**EXIT**: End EDIT MODE and return to the Main Menu.

## EDIT LIBRARY (GETTING STARTED)

In order to use EDIT MODE and create edit data files, an Edit Library is required. The Edit Library is a convenient organizational/management system of all edit data files stored on the memory card (8MB) (for PlayStation®2). The Edit Library is created on a memory card (8MB) (for PlayStation®2) the first time the EDIT MODE is accessed. Only one Edit Library can be created per memory card (8MB)
(for PlayStation®2). Within the Edit Library, up to five different Edit Library folders can be created. Each folder can contain a maximum of 30 different edit data files (for a total of 150 edit data files). Additionally, edit data can be transferred and exported using the Input/Output functions. Review the sections on Library Manager on p. 24-25 for further information.

**NEW DATA:** Create a new edit file. A memory card (8MB) (for PlayStation®2) is needed to save files.

**SAVE & LOAD:** Open menu to save, load or rename files.

**QUICK SAVE:** Quickly saves any changes/modification to the currently saved file.

**RECORDING:** Accesses Recording Option Menu / While in the work area, press the START button to begin recording.

The following settings can be changed in the Recording Option Menu:

**PLAY TYPE:** Select from WATCH, OVER INPUT, SAVE INPUT, JUDGE 1 and JUDGE 2.

**REPEAT:** Set loop play ON/OFF.

**SPEED:** Select the desired playback speed from 1-5 (1 slowest/5 regular).

**INPUT SE:** Turn the sound effect for entering/erasing an arrow during recording ON/OFF.

**FILTER BRIGHT:** Adjusts how much of the Edit Screen is viewed during playback of a song (only available on JUDGE 2 setting).

**OPTIONS:**

**INPUT TYPE:** You can set whether the cursor stays in place (KEEP) or moves to the next line after placing an arrow (NEXT).

**BGM:** Turns background music ON/OFF during editing.

**ICON EXPL:** Turns Edit Menu icon explanation ON/OFF.

**STATUS:** View information on the current file, such as the song name and total number of steps.

**LIBRARY MANAGER:** Manage edit data saved in the Edit Library. The Library Manager offers many different functions for edit data files, such as copying, renaming, moving, and deleting. Additionally. Refer to Library Manager p. 24 for more information.

**EXIT:** End EDIT MODE and return to the Main Menu.

# Edit Mode

## AREA MENU (R2 Button):

**COPY:** Copies the selected area to the Clipboard.
The Clipboard stores data temporarily in memory
for pasting (see PASTE).
**PASTE:** Places the data stored on the Clipboard beginning at the cursor.
**CUT:** Deletes the selected area and temporarily stores the data in memory for pasting (see PASTE).
**UNDO:** Immediately after RECORDING, up to three previous operations/tasks can be undone. This allows you to correct your mistakes.
**DELETE:** All arrows in the selected area will be deleted. Clipboard data will not be deleted unless new data is copied to the Clipboard.
**REVERSE:** Arrows in the selected area will be rearranged by the following options:
**MIRROR**: All arrows (⬆/⬇/⬅/➡) will be reversed.
**UP/DOWN**: Only ⬆/⬇ arrows will be reversed.
**LEFT/RIGHT**: Only ⬅/➡ arrows will be reversed.
**QUANTIZE:** Arrows can automatically be matched to fit the 4th, 8th, 12th note or be little. This function is helpful in adjusting the placement of the arrows with the timing of the music.

**NOTE:** Most commands cannot be used until two area marks have been set.

## RANDOM SELECTION

The default arrangement for the song selection features a ROULETTE option. This option will let you choose songs at random. When this option is selected, the entire song list will cycle continuously until the player stops the spinning process with the ⊗ or ◎ buttons. As the cycling process begins to slow down, pressing the directional buttons or Directional Arrows on the Dance Mat Controller Controller may influence which song is selected. Try using this option to access songs that you have not unlocked yet!

## NONSTOP MODE

In this mode you play through 5 songs in a row, but your DANCE Metre is not restored at the end of each song, instead it is carried over to the next song. For details please refer to page 12.

**NONSTOP**: The ultimate DSMM challenge. This difficulty mode presents a new style of gameplay that is an enhanced nonstop challenge mode. Only players who have mastered the STANDARD, DIFFICULT and EXPERT difficulty levels should attempt this mode. For more information on the NONSTOP MODE, see p. 12.

## 3) SELECT DIFFICULTY LEVEL

Select a difficulty level using the directional buttons and confirm your selection by pressing the ⊗ Button.

Select from BEGINNER, STANDARD, DIFFICULT or EXPERT difficulty and confirm the selection with the ⊗, ◎ or START button. The EXPERT difficulty can be accessed by pressing the right directional button after the DIFFICULT difficulty.

**BEGINNER**: This is an easy difficulty setting for absolute begginers. An on-screen character shows you what you should be doing.

**STANDARD**: Default difficulty for each song where dance steps follow normal patterns.

## LIBRARY MANAGER

The Library Manager organizes all edit data files and offers many different functions for managing the edit data.

**1-** The Library Manager organizes 30 different edit data files saved on the memory card (8MB)(for PlayStation®2) in a Folder. A maximum of Five different Folders can be created (for a total of 150 edit data files).

**2-** To access Library Manager functions on any edit data file, highlight the appropriate edit data file and press the ○ or ✕ buttons twice. The Library Manager Menu will appear. Refer to Library Manager Menu p. 23 for more information.

**3-** When there is more than one Folder, switch between Folders using the L1 and R1 buttons. Subsequently, Folders can be deleted by selecting "FOLDER DELETE" on the desired Folder that is to be removed.

**4-** It is possible to COPY and CHANGE edit data files in different Folders. For example, data saved in the 12th spot of Folder 1 can be exchanged with data saved in the 25th spot of Folder 5.

**5-** Whenever a change occurs in the Edit Library, the adjustments must be saved on the memory card (8MB) (for PlayStation®2) in order for the changes to become permanent. Exiting the EDIT MODE without saving the changes may result in loss of work/data.

# LIBRARY MANAGER MENU

## COPY (CREATES DUPLICATE EDIT DATA FILES)

**1-** After choosing an edit data file, open the Library Manager Menu and select COPY from the menu using the ◎ or ⊗ buttons.

**2-** Select an empty position in the Folder to copy the data. Data is successfully copied as long as data with the same name does not already exist in the Folder. If there is already data with the same name, save the edit data file under a different name.

## RENAME (RENAMES EDIT DATA FILES)

**1-** After choosing an edit data file, open the Library Manager Menu and select RENAME from the menu using the ◎ or ⊗ buttons.

**2-** Confirm that you wish to rename the file and adjust the file name accordingly on the RENAME Screen.

**3-** When you are finished adjusting the name, select "END" from the RENAME Screen and confirm the name change.

**4-** The name cannot be changed to a name that already exists.

## CHANGE (MOVES/EXCHANGES EDIT DATA FILES TO A DIFFERENT POSITION)

**1-** After choosing an edit data file, open the Library Manager Menu and select CHANGE from the menu using the ◎ or ⊗ buttons.

**2-** Select an empty or filled position in the Folder.

**3-** Data is successfully moved/exchanged as long as data with the same name does not already exist. If there is already data with the same name, the edit data file must be renamed first.

**4-** For easier convenience, files can be moved/exchanged without accessing the CHANGE function.

**a.** Highlight the edit data file and press the the ◎ or ⊗ buttons to select the data.

**b.** Highlight the empty or filled position in the Folder and press the ◎ or ⊗ buttons.

**c.** The edit data file is moved/exchanged.

# Edit Mode

**OUTPUT (REFORMATS EDIT DATA FILES AND OUTPUTS THEM)**

**1-** After choosing an edit data file, open the Library Manager Menu and select OUTPUT from the menu using the ◉ or ⊗ buttons.

**2-** Data is successfully outputted as long as data with the same name does not already exist. If there is already data with the same name, the data must be renamed before outputting.

**3-** Outputted data is organized and stored on the memory card (8MB) (for PlayStation®2).

**DELETE (REMOVES EDIT DATA FILES)**

**1-** After choosing an edit data file, open the Library Manager Menu and select DELETE from the menu using the ◉ or ⊗ buttons.

**2-** An on-screen message will prompt you to confirm the file deletion. Please be sure that the correct data has been selected before deleting.

**3-** If you accidentally delete the incorrect file, you can still retrieve the original file as long as you have not saved the changes to the Edit Library. Exit EDIT MODE and re-enter EDIT MODE to load the memory card (8MB) (for PlayStation®2).

**SAVE (SAVES CHANGES TO THE EDIT LIBRARY)**

**1-** Whenever a change occurs in the Edit Library, the adjustments must be saved on the memory card (8MB) (for PlayStation®2) in order for the changes to become permanent. Exiting the EDIT MODE without saving the changes may result in loss of work/data.

**2-** Updates and changes to the Edit Library can be saved by accessing the Library Manager Menu or by selecting "SAVE" on the main Library Manager Screen.

**CANCEL (CLOSES LIBRARY MANAGER MENU)**

**1-** Selecting CANCEL from the Library Manager Menu will close the menu and return to the main Library Manager Screen.

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## TRAINING MODE

**Follow these instructions to use edit data in Training Mode:**

**1-** At the Training Mode Menu, highlight "Edit" and press the ◯ or ✕ buttons to access the Library Manager.
**2-** Highlight the appropriate edit data file and press the ◯ or ✕ buttons to select the file.
**3-** Confirm/cancel loading the edit data.
**4-** When the loading is completed, the edit data file will be ready for practice in the Training Mode.
**5-** All Training Mode adjustments can be made prior to practicing the song. Refer to Training Mode p. 16 for more information.

### Outside Manager

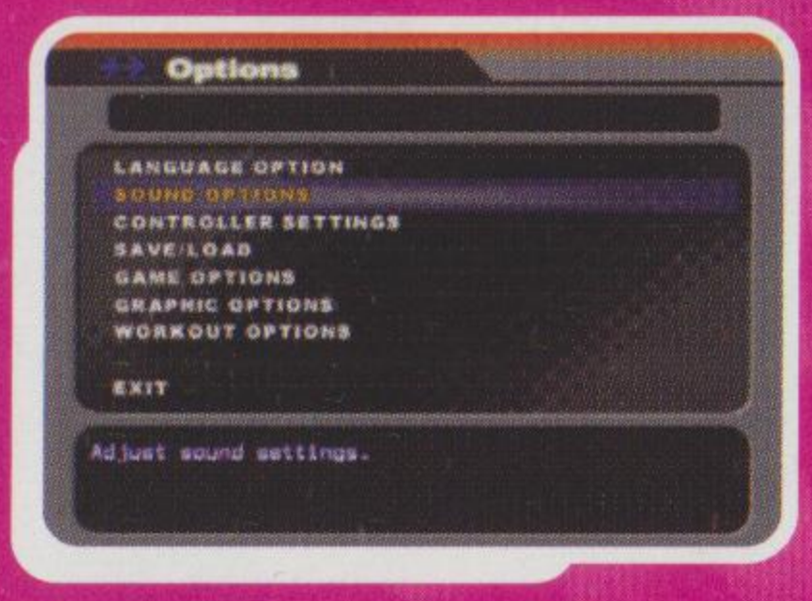
The Outside Manager organizes all edit data files that were outputted from the Library Manager or edit data files that are stored on the memory card (8MB) (for PlayStation®2) in the original PlayStation® memory card format.

**1-** The Outside Manager organizes edit data files saved on the memory card (8MB) (for PlayStation®2).
**2-** 20 different edit data files can be displayed on one list. Use the L1 and R1 buttons to switch between lists. The maximum number of lists and edit data files depends on the amount of available space on your memory card (8MB) (for PlayStation®2).
**3-** To access Outside Manager functions on any edit data file, highlight the appropriate edit data file and press the ◯ or ✕ buttons. The Outside Manager Menu will appear. Refer to Outside Manager Menu p. 26 for more information.
**4-** Whenever a change occurs in the Edit Library, the adjustments must be saved on the memory card (8MB) (for PlayStation®2) in order for the changes to become permanent. Exiting the EDIT MODE without saving the changes may result in loss of work/data.

### Records

In this section, you can see the High Scores obtained in GAME MODE (Letter Grade, Maximum Number of Combinations, Stage Score), your total cumulative Workout Results (Calorie Consumption, Exercise Equivalent, Number of Songs Played), and your Workout Diary. Follow the on-screen instructions and menus to access additional information.

# Options




The Options Mode contains a variety of settings that you can configure to suit your personal tastes. Press the up/down directional buttons to cycle through the desired options and press the left/right directional buttons to change settings. After all settings have been adjusted, highlight Exit and press the ⊗ or ◎ buttons to confirm the settings and return to the previous menu. Cancel a selection with the SELECT button. Refer to the on-screen instructions for further information.

**The following are options available in the Options Menu:**

**LANGUAGE OPTION**: Select lanague. Choose from English, German, French, Spanish and Italian.
**SOUND OPTIONS**: Adjust sound settings.
**CONTROL SETTINGS**: Vibration settings, Double Play controller settings, and Dance Mat Controller Controller settings.
**SAVE & LOAD**: Save/Load/Auto Save system data settings.
**GAME OPTIONS**: Adjust game settings.
**GRAPHIC OPTIONS**: Adjust graphic settings.
**WORKOUT OPTIONS**: Adjust Workout settings.
Exit: Return to MODE SELECT Screen.

# Dancing Tips & Beginners Guide

**Follow these special tips to become a pro player.**

- You are not penalized for hitting incorrect dance steps. You are only penalized for not hitting the correct dance steps. Use this technique to your advantage by positioning yourself in advance to perform complex dance patterns.
- Avoid returning to the center while playing. Learn to move around the entire Dance Mat Controller and utilize both feet when possible.
- To execute certain dance patterns, it is sometimes easier to pivot your body and face different directions rather than always looking forward at the screen.
- Practice, practice, practice!! At first you may feel discouraged by failing easy level songs, but eventually you will succeed.
- Don't forget the Lesson and Training Modes. These modes are key to learning how to play and mastering difficult songs.
- Remember to use difficulty modifiers, such as LITTLE or SHUFFLE, so that songs at higher difficulties become easier to learn or more fun to play. Also, if you are having difficulty with freeze arrows, turn off the FREEZE ARROW difficulty modifier.
- If you have trouble passing certain songs, remember that you can create your own dance steps for every song in EDIT MODE. This will allow you to enjoy every song in DDSM. Over time you can learn how to pass the original version of the song.
- Remember to play Dancing Stage in the arcades to gain experience in playing both versions of the game. You can also learn valuable dance tips and advice from other Dancing Stage players.
- In some cases, increasing the speed of the arrows will make certain songs easier to play and improve your timing skills.

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Performed by Shy FX and T-Power feat. Di
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**'When You Look At Me'**
(Flores/Odesjo/Woodford/Karlsson/Jonback)
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